

FIRE IN THE SKY

THE GREAT PACIFIC WAR 1941-1945

1.0 INTRODUCTION

Fire in the Sky is a two-player, strategic-level game of the Pacific War covering the entire conflict between the Empire of Japan and the Western Allies, from the Japanese surprise attack on Pearl Harbor to the days when American atomic bombs were dropped on Hiroshima and Nagasaki.

Hexes on the map are roughly 900 km across and game turns represent 3 months, except for the special December 1941 turn. Due to the scope of the game, unit scale is somewhat abstract. Naval units represent groupings of several ships: usually a pair for aircraft carriers and battleships, and divisions/flotillas for other types. Land units range in size from several thousand to several tens of thousands of troops. Air units represent a nation's air power as a whole and are the most abstracted.

2.0 GAME COMPONENTS

The game includes the following components:

- 1 Game Board (the Map)
- 1 Battle Board
- 1 Rulebook
- 1 Scenario Book
- 1 Player Aid Card
- 115 Naval Units (33 Japanese & 82 Allied)
- 25 Land Units (11 Japanese & 14 Allied)
- 30 Air Units (15 Japanese & 15 Allied)
- 10 Replacement markers (3 Japanese & 7 Allied)
- 7 Task Force & Fleet markers
- 1 Tokyo Express marker
- 1 Game Turn marker
- 1 Victory Points marker
- 1 Oil Points marker
- 1 Merchantmen Pool marker
- 3 Transport Points markers
- 2 Submarine Points markers
- 5 Occupied Base markers
- 1 Battle marker
- 5 Occupied Base markers
- 2 Air Superiority / Supremacy marker
- 2 Air Points markers
- 15 Air Strike / Hit markers
- 5 Additional Hit markers
- 7 Task Force & Fleet screens
- 10 Dice
- 30 Wooden cubes.

3.0 CORE CONCEPTS

3.1 Units

Units represent the various forces that each player controls throughout the course of the game. Units represent naval, air and land forces that participated in the actual campaign. The counter mix of units included in the game is an absolute limit: if you are instructed to place or receive a unit and there are none of that type available, then that placement is forfeited.

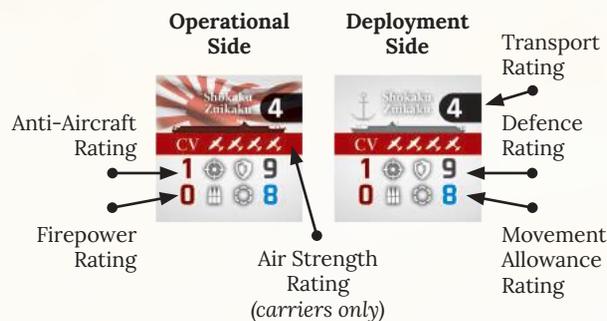
3.1.1 Unit Nationalities

There are four nationalities in the game, each represented by a different color:

- **Japan**
 - red stripe and white background
- **United States & ANZAC**
 - blue stripe and green background (US Army and ANZAC forces)
 - blue stripe and blue background (US Navy and Marines)
- **Britain & India**
 - blue stripe and red background
- **Netherlands**
 - blue stripe and orange background.

The Japanese player controls the Japan units (all red stripe units), while the Allies player controls the others (all blue stripe units).

3.1.2 Naval Units



Naval units (square counters) come into two basic types: aircraft carriers (CV, CVL and BBV) and non-carriers (all others). Naval units are used to attack enemy naval units and to support land combat. Aircraft carriers are also used to attack enemy air units in Bases and units transported by ships.

Naval unit counters have two sides:

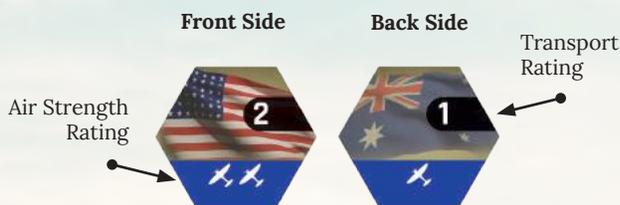
- an Operational Side with a ship silhouette and a national flag - used while the unit is part of a Task Force (8.1)
- and a Deployment Side with a ship silhouette and an anchor - used while the unit is in port.

Ship class abbreviations used in the game:

- CV** – Aircraft carrier
- CVL** – Light aircraft carrier
- BB** – Battleship
- BBV** – Battleship/carrier hybrid
- CB** – Large cruiser
- CA** – Heavy cruiser
- CL** – Light cruiser
- CLAA** – Anti-aircraft cruiser
- DD** – Destroyer

Designer Note: The US counter mix includes units with different national flags and background colors. There are US Army units, US Marine and Navy units, and AUS and NZ units, and these serve for a thematic distinction only.

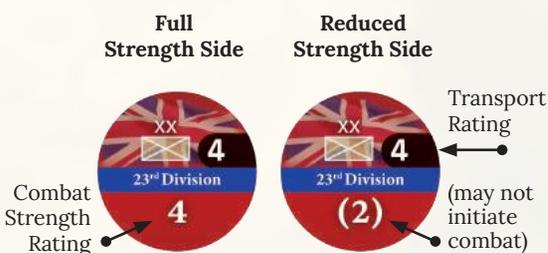
3.1.2 Air Units



Air units (hexagonal counters) are used to control the air in and around a hex. They are also used to attack enemy naval units, air units in Bases, units transported by ships, and to support land combat. Air unit counters have two sides, each having a 2 Air Strength on the front and a 1 Air Strength on the back. The number of airplane icons represents Air Points, which are used in Battles, and is also the Transport rating (equal to the number of Transport Points used during Deployment Phases). Air units can be combined or broken apart as needed, but are subject to component limitations (like all units, 3.1).

Designer Note: All Allied air units are exchangeable. Different national flags and background colors serve for a thematic distinction only.

3.1.3 Land Units



Land units (round counters) are used to attack enemy land units, and are the ONLY units that can take control of an enemy or neutral Base.

Land units have two sides: a full strength front and a reduced strength back. A land unit's Transport rating is always the same, regardless of which side it is on (equal to a number of Transport Points used during Deployment Phases). Reduced strength units may not initiate combat on their own.

3.2 The Map

The map (Game Board) depicts the area over which the Pacific War was fought. A grid of hexagons (hereafter called hexes) is superimposed on it to help regulate the movement and positioning of the playing pieces. Areas of the map where there are no hexes (e.g., much of Australia) are not part of the playing area. Various holding boxes are printed on the map, and their use is detailed in the appropriate rules sections.

3.2.1 Sea Hexes

For movement purposes, every hex on the map is considered a sea hex, except for the Gangetic Plain hex. Sea hexes are used for sea movement during the Deployment (7.0,13.0), Operational Movement (8.0), and Reaction (9.0) Phases. Except for air and land units using One-hex Deployment (7.2), all movement is considered sea movement.



3.2.2 Impassable Hexsides

Units using sea movement cannot cross impassable hexsides, which are shown as a thick white line.

3.2.3 Land Hexes

Hexes containing a square (actually a rounded square) or a circle with a name are land hexes. White land connections (roads) allow land units to move between two linked land hexes using One-hex Deployment (7.2). If there is no such connection between two land hexes, land units cannot use One-hex Deployment between them.

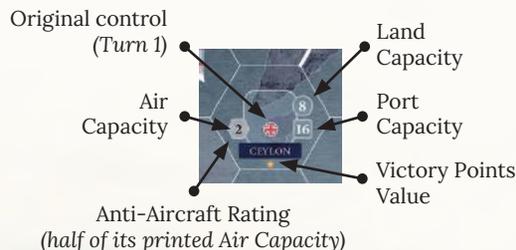
Land hexes are also subject to stacking limits (3.3.1). The Land Capacity refers to land units and it is the maximum total amount of their Transport rating that can be stacked on the land hex.

Land units have to end their sea movement or One-hex Deployment (7.2) by entering a land hex: if there is no square or circle in a hex, land units cannot enter it. A square represents a Base (3.2.4). A circle de-

notes a land hex that can be entered by land units, but cannot be used as a Base by air or naval units, and these hexes are worth no Victory Points.

3.2.4 Bases

Bases for air and naval units are represented by a square on the map.



The Air Capacity (a numer inside a hexagon) refers to air units and it is the maximum total amount of their Transport ratings that can be stacked in the Base. The Port Capacity (a numer inside a square) refers to naval units and it is the maximum total amount of their Transport ratings that can be stacked in the Base. The Anti-Aircraft rating is half its printed Air Capacity. Every base has Victory Point value represented by yellow stars (4.3.1).

Initially (Turn 1) each Base's control is determined by the flag printed in its square. Japanese flags indicate Japanese control, and US, British, Australian, New Zealand, Dutch and French flags indicate Allied control. Allied units can use Bases from any Allied nationality. Base control changes occur during the Return to Base Phase (12.0). Some Bases may begin the game uncontrolled or captured (see the scenario description for details).

3.2.5 Off-map and Holding Boxes

There are three special types of boxes on the map:

- two Off-Map Boxes → representing US and British ports outside the map
- three Holding Boxes → representing key ports: two Japanese (Kure and Yokosuka) and one US port (Pearl Harbor)
- and one Convoy Escort Box → representing Japanese DDs assigned to escort Japanese Merchantmen fleet.



Each Allied off-map box is virtually connected to one Base on the map. During the Reinforcement Phase (6.0), Allied units may move to the connecting base without spending Transport Points (3.3.6). No Japanese units may ever enter an Allied off-map box.

Any units located in Kure, Yokosuka or Pearl Harbor can be placed in their holding boxes to reduce clutter (any units in the holding boxes are considered to be in the respective hexes). It is recommended to use holding boxes essentially for naval units.

3.2.6 Entry Hexes



Hexes bearing a nation's flag with an arrow are Entry Hexes for that nation. Three US flags mark Entry Hexes from/to the West Coast USA off-map box and two BR flags mark Entry Hexes from/to the Indian Ocean Ports off-map box.

An Entry Hex is considered to be one hex away from its off-map box for sea movement, supply tracing, and amphibious landing purposes. A naval unit could thus go from an Entry Hex to the off-map box (or vice versa) by spending one movement point; or the Allied player could perform an amphibious landing in Dutch Harbor even if both Dutch Harbor and Attu were lost to the Japanese.

No unit can react from an off-map box during the Reaction Phase (9.0).

3.2.7 Resource Hexes



There are three of these, marked with an Oil symbol: Singapore, Surabaya and Brunei. These hexes allow the Japanese player to acquire Oil Points (3.3.7), and occasionally move naval units for free (15.3).

3.3 Strategic War Aspects

3.3.1 Stacking Limits

Each land hex has one or three stacking limits, all referring to a sum of Transport ratings:

- Air Capacity for air units in the Base (only for base)
- Port Capacity for naval units in the Base (only for base)
- Land Capacity for land units (for each land hex).

Land stacking limits are indicated by the Land hex attributes (3.2.4) and apply at the end of each Deployment Phase (7.0,13.0) and each Return to Base Phase (12.0).

Land Capacity (stacking limit refers to a sum of Transport ratings) has only one of two possible values: 4 for an atoll and 8 for any other land hex. When both sides have units in the same hex, each counts the land stacking limit separately.

Example: 4 Japanese and 4 Allied Transport ratings land units can occupy the same atoll hex.

Land stacking limits apply at the end of each Deployment Phase (7.0,13.0), during Amphibious Landings (11.2.5.1), and at the end of the Return to Base Phase (12.0).

If a player exceeds the stacking limit of a space, his opponent may choose and remove excess units from the hex. These removed units are placed on the Game Turn Track to arrive as reinforcements in the next friendly Reinforcement Phase.

3.3.2 Air Zone of Control (Air ZOC)



Every air unit at a friendly Base exerts an Air Zone of Control in its own hex and the all adjacent hexes. Air ZOCs can hinder enemy sea movement (7.0) and cut Supply Lines (3.3.4).

Note that an Air unit transported by ships (i.e., using Operational Movement) does NOT exert an Air ZOC.

3.3.3 Home Bases



Each nation has its own Home Base(s) marked by a pentagon with a national flag inside. There are four of them:

- **Japan** → Kure and Yokosuka (Bases)
- **US** → West Coast USA (Off-map box)

- **Britain** → Indian Ocean Ports (Off-map box).

Each nation uses its Home Base(s) to place reinforcements (6.1), place replacement markers (6.3), Return to Base (12.0) and for supply tracing (3.3.4).

3.3.4 Supply Lines and Supplied Land Units

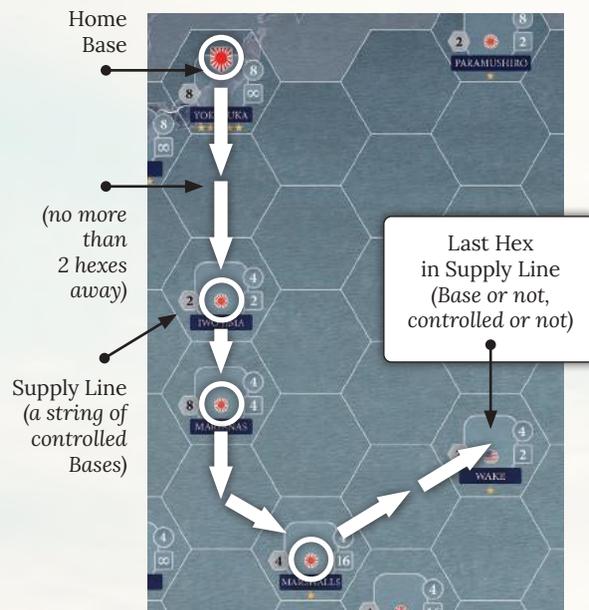
An Open (unblocked) Supply Line is required for:

- Oil Point transport (3.3.7)
- maintaining the lifeline between the United States and Australia (4.3.1)
- checking land units supply during a Battle.

Definition of a Supply Line:

- A Supply Line is traced from any friendly controlled Home Base to the destination hex along a string of friendly controlled Bases, each within 2 hexes of the previous one. The final destination must be within 2 hexes of the last Base in the chain.
- A Supply Line may cross any hexside, even an impassable one.

- A Supply Line must stop in a hex in an enemy Air ZOC (3.3.2) unless that hex also contains a friendly air unit. If the hex that the Supply Line stops in is also the destination, it may still be supplied.



Land units are considered supplied whenever they are in a friendly controlled Home Base or if their side has established Sea Control in the hex (11.2.4). Enemy Sea Control in a hex prevents land units from being supplied, unless they are within their Home Base. If neither player manages to gain Sea Control, land units require their Supply Line to be supplied.

Designer Note: The only way to supply Japanese land units in the Paramushiro hex is by establishing Sea Control, since the Japanese player cannot trace a Supply Line to this hex.

3.3.5 Merchantmen Pool



The Merchantmen Pool represents overall Japanese transport capability during the whole war. This number initially begins (Turn 1) at 60 (see the scenario description for details), but often decreases during gameplay and never increases.

Designer Note: The Merchantmen Pool marker is twice bigger than other General Game Track markers because every change on the Merchantmen Pool is decreasing by 2 only. That is why the marker is always placed on two values on the General Game Track: an even number (the value used in a game) and an odd number (i.e. one smaller).

3.3.6 Transport Points



Transport Points (TPs) represent current transport capability which constrains how many units can be moved during a turn. Every nationality has its own TPs.

TPs can only be used by units matching the same nationality (e.g., British and US units may not use each others' TPs). Use the background color of the Transport rating (TR) number as a guideline:

- Any Japanese units → use Japanese Transport Points
- Allied units with TR black background → use US Transport Points
- Allied units with TR red-black background → use British Transport Points
- Allied units with TR orange-black background → no Transport Points used at all.

TPs not used during a turn are lost, with the marker being reset to the designated levels again at that player's next Reinforcement Phase (6.0).

TPs can be used to move Replacements markers, too. The Japanese player may also use them to transport oil from Southern Asia to Japan (5.1) and to transfer DD units to/from the Convoy Escort box (5.2).

3.3.7 Oil Points



Japan has limited oil reserves. Japanese naval units must spend Oil Points to move in the Operational Movement (8.0) and Reaction Phases (9.0), and to defend against Allied submarines during the Merchantmen Phase (5.0). The Japanese player uses Transport Points to receive new Oil Points from Southern Asia (5.1).

The Allies, who had no oil shortages during the war, do not use Oil Points.

3.3.8 Submarine Points



Both the Japanese and Allied players use Submarine Points representing their submarine fleet strength. Each submarine attack (5.4,11.1) costs one Submarine Point. Each Reinforcement

Phase (6.0), the phasing player's Submarine Points are set at the number indicated by their Reinforcement Schedule or General Record Track (this is not an accrual, it is a reset: Submarine Points not used before a player's Reinforcement Phase are lost).

3.3.9 Replacements Markers



Replacements Markers allow reduced-strength land units (3.1.3) to be brought up to full strength.

Replacements move like land units during the Deployment (7.0,13.0) or

Operational Movement Phases (8.0). They may not use One-hex Deployment (7.2). All sea movement rules for land units apply, and they may only be transported by TPs matching their nationality. Replacements do not count toward stacking limits, cannot take part in land combat, and cannot take control of an enemy base.

At any time Replacements and a land unit are in the same hex, or an adjacent hex with a land connection between them, if neither the marker or the unit is part of a Task Force, the Replacements may augment the land unit's strength. The Replacements value must be equal to or greater than the land unit's reduced strength. Flip the land unit back to full strength and remove the Replacements marker. Only one Replacements marker may augment a land unit; you may not combine several markers. You also may not split the value of a marker amongst multiple reduced-strength land units: one marker may only augment one unit.

All phasing player's Replacements markers are removed from the map during their End Phase (14.0).

3.3.10 Capturing Bases and Victory Points



Capturing bases is the only way to win the war and the game. "Capture" refers to taking control of a neutral or enemy-controlled Base. Japan will gain VPs when they capture a base, and lose VPs

when Allies capture one.

Initially the number of VPs (Turn 1) is equal to the sum of Japanese controlled bases (i.e hexes with printed Japanese flag). Allies player initially (Turn 1) controls all bases with any printed Allied flag.

Guide for marking the control of a Base on the Game Board (Map):

- Neutral Base:
 - no printed flag and no wooden cube on the hex
- Japanese controlled Base:
 - printed Japanese flag and no wooden cube on the hex
 - or a white wooden cube on the hex
- Allied controlled Base:
 - a printed Allied flag and no wooden cube on the hex
 - or a blue wooden cube on the hex.

There is always no more the one wooden cube on a Base hex. When a Base control change occur during Return to Base Phase wooden cubes should be changed accordingly.

3.3.11 Phasing and Non-phasing Player

The phasing player is the player(s) whose current part of a turn it is. The other is the non-phasing player.

3.4 Tactical Battle Aspects

3.4.1 Battle Board

The Battle Board is used to resolve individual battles. At the start of the battle, units are placed in specific holding boxes on the Battle Board: these regulate their behavior and capabilities in combat. At the end of the battle, the surviving units are returned to the map.

3.4.2 Air Points



Both the Japanese and Allies players use Air Points during Battles to track their air power involved. Air power depends on air units and aircraft carriers involved in the Battle. Use the markers provided to track Air Points on the Battle Board (11.2.2.1). Air Points are used to win Air Superiority during the Battle and to air strike units in Task Forces or in a Base.

3.4.3 Sea Control



Sea Control is established during the Battle by committing naval units and winning the surface combat (11.2.3). Only one player can establish Sea Control in the hex, or there is no Sea Control.

Sea Control is needed for land units to perform amphibious landing from the Task Force into the enemy Base. Sea Control also determines if land units are supplied (3.3.4) in the hex during land combat (11.2.5).

3.5 Other Markers



In addition to units, there are also various markers used to track resources and statuses. Markers are placed on the Map, the Game Turn Track, The General Record Track, the Battle Board, and represent various things throughout play.

- The Game Turn Track markers:
 - JAPANESE / ALLIED TURN marker (4.2)
- The General Record Track markers:
 - VICTORY PTS marker (4.3.1)
 - MERCHANTMEN POLL marker (3.3.5)
 - OIL PTS marker (3.3.7)
 - three TRANSPORT PTS markers (3.3.6) for Japan, US and Britain
 - two SUB PTS markers (3.3.8) for Japan and US
- The Battle Board markers:
 - two AIR POINTS / AIR POINTS +10 markers for Japan and Allies (3.4.2)
 - two AIR SUPERIORITY / AIR SUPREMACY markers for Japan and Allies
- The Map markers:
 - BATTLE marker
 - TASK FORCES and FLEETS markers.

4.0 GENERAL COURSE OF PLAY

4.1 Preparation for Play

To start the game you need:

- First, decide which sides players want to play (Japanese or Allies).
- Second, choose which game scenario will be played. Game scenarios can be found in the Scenario Book.
- Third, determine which optional rules will be used for this game (16.0).
- Fourth, setup all units and markers on the Map according to the chosen scenario description.

The Game Scenario 1 “From the Battle of the Java Sea to Japanese Surrender” is the main game scenario. It is recommended for competitive play and tournaments (scenario book 2.0).

4.2 Sequence of Play

Fire in the Sky is played in successive Game Turns with each Turn consisting of various Phases. Every turn has two identical parts. The Japanese player takes their part first, working through all their Phases, after which the Allies player takes their part, working through all their Phases, too. After both player parts of the turn have been completed, the GAME TURN marker is advanced one box on the Game Turn Track and another Game Turn begins.

All Phases are identical for both players, with the only exception being the first one:

- Economic Phase (5.0)
- Reinforcement Phase (6.0)
- First (major) Deployment Phase (7.0)
- Operational Movement Phase (8.0)
- Reaction Phase (9.0)
- Air Commitment Phase (10.0)
- Combat Phase (11.0)
- Return to Base Phase (12.0)
- Second (minor) Deployment Phase (13.0)
- End Phase (14.0).

4.3 Game End and Winning

- If the Victory Point total ever reaches 40 (indicated on the General Record Track) or more, the game ends immediately and the Japanese player wins.
- If the Victory Point total ever reaches 19 (indicated on the General Record Track) or less, the game ends immediately and the Allies player wins.
- If no one has won by the end of Game Turn 16, check the Victory Point total: If it is 20, the game is a draw; otherwise the Japanese player wins.

Scenarios may have own Scenario Victory Conditions (see the scenario descriptions for details).

4.3.1 Victory Points

During the End Phase of each turn, Japan will gain Victory Points (VPs) when they capture a base, and lose VPs when Allies capture one. “Capture” refers to taking control of a neutral or enemy-controlled Base.

Bases are worth the following Victory Points:

- Pearl Harbor, Kure, Yokosuka → 5 VP
- Singapore, Manila, Calcutta, Bombay, Brisbane → 3 VP
- All other Bases → 1 VP.

The following also adjusts VPs:

- During the Japanese player’s End Phase (not the Allies), if a Supply Line cannot be traced from the US Home Base to Brisbane, Japan gains 2 VPs.
- At the start of Game Turn 4, if the Japanese player has not captured Manila, they lose 1 VP. Also, if they have not captured Singapore, they lose 1 VP. These checks and deductions will occur at the start of every turn beginning with Turn 4. If the Japanese manages to capture either Manila or Singapore during the game, that individual Base is no longer checked and points are no longer deducted for the rest of the game (even if the Allies recapture).

5.0 ECONOMIC PHASE

If the Japanese player is the phasing player they may perform one or both of the following actions with any remaining Japanese TPs:

- Transport oil to the Japanese mainland (5.1)
- Transfer DD units to/from the Convoy Escort box (5.2).

If the Allied player is the phasing player and wants to use their remaining SUB points to attack Japanese merchant lines this phase is broken down into two sequential segments, performed in this order:

- Anti-Submarine Warfare Segment (5.3)
- Submarine Segment (5.4).

5.1 Oil Transport

The Japanese player may transport up to 8 Oil Points from each Resource Hex (3.2.7) they control. This requires a Supply Line (3.3.4) to the Resource Hex. The maximum Oil Points that can be transferred in total cannot exceed half the Japanese player’s current Merchantmen Pool. Each Oil Point moved costs 1 TP.

5.2 DD Units Transfer

The Japanese player can transfer any number of DD units to or from the Convoy Escort box. Each DD unit transferred costs 2 TPs. Any DD unit on the map

can be transferred straight to the Convoy Escort Box in this fashion. DD units transferred from the Box must be placed in a friendly Home Base.

5.3 Anti-Submarine Warfare (ASW) Segment

Knowing how many Allied SUB Points are used, the Japanese player may roll as many dice as they wish up to the number of DD units in the Convoy Escort box. Each die roll costs 1 Oil Point. Refer to the Combat Table: each hit reduces the current available Allied Submarine Points by 1.

5.4 Submarine Segment

The Allies player may roll as many dice as they wish. Each die roll costs one Submarine Point. Refer to the Combat Table for modifiers and results: each hit reduces the Japanese Merchantmen Pool and currently available Transport Points by 2.

6.0 REINFORCEMENT PHASE

The phasing player conducts Segments in the following order:

6.1 Units Reinforcement Segment

The phasing player consults their Reinforcement Schedule. All units scheduled to arrive, as well as units that should re-enter play this turn as reinforcements are placed on a Home Base (3.3.3) of the appropriate nationality.

If both Japanese Home Bases are occupied by Allied units, the Japanese player cannot gain any reinforcements during their turn. They are placed on the Game Turn Track to be gained as reinforcements next turn (assuming either Home Base is liberated). The components provided with the game represent the absolute limits. If there is no available unit of a type scheduled to arrive, that unit is forfeited.

6.1.1 Japanese Carriers and Naval Aviation



Any Japanese carriers re-entering play (due to combat damage) go into the Carriers without Planes box and cannot leave it until their air group has been replenished.

Some arriving Japanese air units may be used either as regular units or to replenish carriers (scenario book 2.4). When receiving such units, they may be either deployed as normal, or played in the Naval Aviation box. If placed as normal, they may not later be placed in the box. In future Reinforcement phases, the Japanese player may remove air units from this box and place them as normal reinforcements.

Any air units in the Naval Aviation box may be used to replenish a carrier's air group, although this is never mandatory.

Designer Note: This is useful, for example, if the Japanese player does not wish to redeploy a weaker carrier and instead save the air group to rapidly deploy a better carrier should it enter the box.

Carriers require one Air Strength of air units for each Air Strength the carrier group has. Partial replenishment is not allowed: all air units must be provided at once. Once replenished during this phase, the carrier arrives as a reinforcement as normal and is placed at the Home Base that matched the half of the box they were in.



The Carriers without Planes box is divided into two spaces: Kure and Yokosuka. Units placed in the box are placed on one side. For all intents and purposes, units in each side of the box exist in those respective locations and can be attacked during combat (and are added to the battle board during combat as normal).

Air units that enter combat while in these boxes choose one of the following two options:

- Fight normally following regular rules, but they immediately become regular air units and can no longer replenish a carrier.
- They can remain in the box and give no benefit at all. They provide no Air Points for the Japanese player and can still be targeted during combat. In this case, if they survive combat, they may remain in the box and potentially replenish carriers in the future.

6.2 Submarine and Transport Reinforcements Segment

- Reset the Phasing player's Submarine Points to the level indicated on their Reinforcement Schedule or the General Record Track.
- On their turn, the Japanese player resets their TPs equal to their current Merchantmen Pool value.
- On their turn, The Allies player resets the British TPs to 12, and the US TPs to the number indicated on their Reinforcement Schedule or the General Record Track.

Designer Note: Remember that unused TPs and Submarine Points are not carried over through consecutive turns. The values are 'reset' during this phase and any excess the phasing player has is lost.

6.3 Replacements Segment

The phasing player may receive as many Replacements markers (3.3.9) as they wish (there is no component limitation; if you run out, make up more). Replacements markers are placed on a friendly Home Base (3.3.3) of the appropriate nationality. Choose the value of each marker by setting the appropriate side up. This value also represents the marker's Transport rating.

6.4 Off-Map Box Movement Segment

The Allies player, during this phase on their part of a turn, may move as many units as they wish from any off-map box to the Base it is connected to:

- The West Coast USA off-map box connects to Pearl Harbor
- The Indian Ocean Ports off-map box connects to Bombay.

This movement does not cost TPs. If the connecting Base is not under Allied control, or if there are Japanese units in the hex, this movement is not allowed.

7.0 FIRST (MAJOR) DEPLOYMENT PHASE

Twice per turn (once now and once after the Return to Base Phase), the phasing player redeploys their units. There are two types of deployment available:

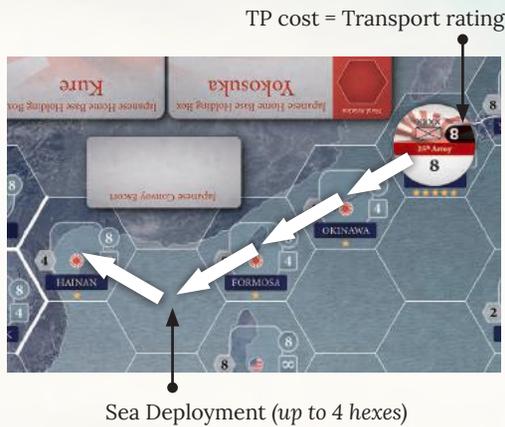
- Sea Deployment: Units can move one or more hexes by spending TPs
- One-hex Deployment: Units can move one hex without spending TPs.

During the First Deployment Phase, each unit can only use one of the above types of Deployment.

7.1 Sea Deployment

- Any unit may use this type of deployment.
- Units must start the Deployment Phase in a friendly base.
- Units must move to any other friendly base within 4 hexes. No enemy units may be in this hex.
- Units may not cross impassable hexsides (3.2.2).
- Units may move into an enemy Air ZOC (3.3.2), but must stop there. If starting in an enemy Air ZOC, they may leave that hex, but must stop if they enter another hex under an enemy Air ZOC (even if the Air ZOC is generated by the same enemy air unit).

Each unit deploying in this fashion must spend TPs from its nation equal to its Transport rating.



Example: An Army land unit using Sea Deployment has Transport rating 8, so the total cost is 8 TPs.

Units may deploy as many times as a player likes as long as the cost is paid each time and they are not interrupted by an enemy Air ZOC. A unit entering an enemy Air ZOC cannot deploy again for the rest of that Phase.

7.2 One-hex Deployment

Units using this type of deployment may move only one hex during this phase. This costs no TPs and is not affected by enemy Air ZOCs or land units.

- Naval units can only use One-hex Deployment to go to any adjacent friendly Base, unless they would cross an impassable hexside (3.2.2).
- Air units can only use One-hex Deployment to go to any adjacent friendly Base.
- Land units can only move along land connections with One-hex Deployment. They may enter a land hex occupied by enemy units. If deploying from an enemy occupied hex, the destination cannot be another enemy occupied hex or enemy controlled Base.

7.3 Stacking Limits

At the end of each Deployment Phase, stacking limits must be checked and obeyed (3.3.1).

8.0 OPERATIONAL MOVEMENT PHASE

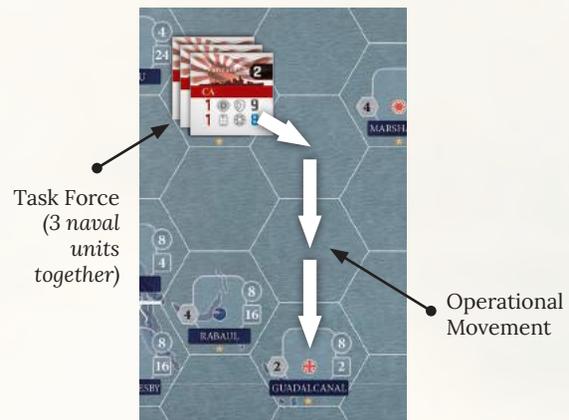
The phasing player may move their units with the following restrictions:

- Naval units can move up to their Movement Allowance. Air and land units can move up to 4 hexes.
- Units may not cross an impassable hexside (3.2.2).
- If a unit enters an enemy Air ZOC (3.3.2), it can either stop or move one more hex. If starting in an enemy Air ZOC, it may move one hex only (leaving the hex it started in), even if the destination is not in an enemy Air ZOC.

- Each unit using Operational Movement must spend Oil or TPs.
- Units may move only as a part of a Task Force.

8.1 Task Forces

Units using Operational Movement move together as a Task Force. A Task Force must contain at least one unit, and the maximum is four naval units and one air or land unit.



They all must start at the same Base and move to the same hex together. They can only move as far as their slowest unit.

Task Forces may only defend themselves against air and submarine attacks with their own units.

Designer Note: This means that a Task Force moving with no DDs is a good target for enemy submarines.

8.2 Land Units

Land units using Operational Movement must spend TPs equal to their Transport rating multiplied by 2 (see Transport Cost Chart). These units are being transported on ships, and thus cannot fight until the Amphibious Round (11.2.5.1). Until then, the Land Units are considered to still be on transports at sea.

8.3 Air Units

Air units using Operational Movement must spend TPs equal to their Transport rating multiplied by 2 (see Transport Cost Chart). These units are considered to be on ships, and thus are not considered flying and do not exert an Air ZOC. They can only disembark at a Base if it is friendly or if it has been occupied this turn (11.2.6).

8.4 Naval Units

Japanese naval units using Operational Movement must spend Oil Points. When a unit:

- moves between 1 and 4 hexes → it must spend Oil Points equal to its Transport rating
- moves more than 4 hexes → it must spend Oil Points equal to its Transport rating multiplied by 1.5 (see Transport Cost Chart); in case of ½ fractions, round up for every moving Task Force not per individual unit
- only leaving the port and staying in the same hex → no cost.

Allied naval units may use Operational Movement for no cost.

9.0 REACTION PHASE

During this phase, the non-phasing player's naval units may move with the following restrictions:

- They may move a number of hexes up to half their Movement Allowance (rounded up).
- They may not cross impassable hexsides (3.2.2).
- They must end their move in a hex with an enemy unit of any type, even if the reacting units would be unable to attack the enemy.
- If they enter an enemy Air ZOC (3.3.2), they must either stop moving or move one additional hex (if moving one extra hex, the destination must contain an enemy unit). If starting in an enemy Air ZOC, they may move one hex only (leaving the hex they started in), even if the destination is not in an enemy Air ZOC.
- Units in off-map boxes cannot react.
- Reacting units move as a Task Force (8.1).

Naval units can react out of a hex containing enemy Task Forces or units. The only thing that can affect a reaction movement is an enemy Air ZOC.

When Japanese naval units react, they must use Oil Points as if making Operational Movement (8.4). Allied naval units react for no cost.

10.0 AIR COMMITMENT PHASE

The phasing player must declare which hexes his air units will commit to in the upcoming Combat Phase (11.0). Committed air units can attack enemy naval and air units or support land combat (they cannot attack enemy land units on their own).

Air units can be committed to the hex they are in or an adjacent hex. Units in the same hex may split where they are committed to. Indicate commitment by positioning the Air unit counter against the edge of the hex (or the middle if it is committed to its own hex). The phasing player can commit air units however they want. This is unaffected by the presence

of enemy air units, aircraft carriers or Air ZOCs. Committing an air unit to an adjacent space does not change the hex it occupies (this is important for certain modifiers and for Air ZOCs).



The non-phasing player's air units are considered committed to the hexes they occupy. During combat, all air units committed to their own hex add their full strength. Air units committed to an adjacent hex only add half their total strength (rounded down).

11.0 COMBAT PHASE

The Combat Phase is broken down into two different kinds of Segments: the Submarine Attack Segment, in which both players can attack enemy Task Forces with submarines, followed by the far more complicated Battle Segments.

11.1 Submarine Attack Segment

Resolve this Segment in the order given below.

11.1.1 Target Determination Step

Both players can attack any enemy naval, land or air units that are part of a Task Force. Each attack costs 1 Submarine Point, and each Task Force can only be targeted once during this Segment.

First, the phasing player designates all the Task Forces they will attack, spending 1 Submarine Point per attack. Then the non-phasing player does the same. After all targets have been determined, resolve the submarine attacks in any order by following the next two steps.

11.1.2 Anti-Submarine Warfare (ASW) Step

If an attacked Task Force includes any DD units, they may perform an ASW counterattack. The owner of the Task Force rolls dice equal to the number of DD units and refers to the Combat Table for any applicable modifiers. If any hits occur, the Submarine attack fails and does not proceed to the Submarine Attack Step below.

11.1.3 Submarine Torpedo Attack Step

If no ASW hit occurs, the Submarine may attack any one unit in the Task Force. Roll a die and refer to the Combat Table for any applicable modifiers. If a naval or air unit is hit, apply Damage Resolution (11.3). If a land unit is hit, place 1 HIT marker on it as a reminder (its damage will be resolved at the end of the Air Combat Step, 11.2.2).

11.2 Battle Segments

Resolve a Battle in each hex containing opposing forces. The phasing player determines the order in which these Battles are resolved. Do so in the following order, skipping any steps that are not applicable (usually due to absence of appropriate units):

■ Battle Board Preparation Step

■ Air Combat Step

- Calculate Air Points
- Air-to-Air Combat
- Target Determination
- Air Strikes

■ Surface Combat Step

- Surface Combat Rounds:
 - Combat Groups Forming
 - Withdrawal Declaration
 - Fire Combat
 - End of the Round

■ Sea Control Step

■ Land Combat Step

- Amphibious Landings
- Replacements
- Ground Support
- Supply Check
- Land Combat

■ Administrative Step

11.2.1 Battle Board Preparation Step

In any hex where a Battle is occurring, both players take their units off the map and place them on the Battle Board. Place the BATTLE marker in the hex as a reminder.

Each Task Force must be set up in either the Carrier Task Force or Bombardment Task Force box. A Task Force may not be split between the boxes, and regrouping or rearranging is not allowed at this time.

■ Carrier Task Force Boxes

- A Task Force with carriers (CVs or CVLs) must be placed in this box. Any carrier in the Task Force may use its Air Strength to perform air-to-air combat and air strikes.
- Naval units in these boxes cannot be used in any upcoming surface combat nor provide ground support.

- Land units in these boxes cannot perform amphibious landings, and air units cannot disembark during the Administrative Step (11.2.6).

Designer Note: Thus, it is not generally a good idea to place land or air units in Task Forces with carriers. Also, this means that the only way to sink a carrier unit is through submarine attacks and air strikes.

■ Bombardment Task Force Boxes

- Any Task Force that was not placed in a Carrier Task Force box is placed in this box instead. The naval units of a Task Force that are placed in these boxes can either perform surface combat (to establish Sea Control of the hex) or provide ground support. Land units in these boxes may perform Amphibious Landings (11.2.5.1), and air units in these boxes may disembark during the Administrative Step (11.2.6).

Designer Note: Naval units have no way of hurting land units on their own; they can only support friendly land units.

Non Task Force units placement:

■ Ship at Anchor Box

- Naval units in the Battle that are not part of a Task Force are placed in the Ships at Anchor box.

■ Air at Base Box

- Air units that are not part of a Task Force are placed in the Air at Base box.

■ Long Range Air Box

- Air units from adjacent hexes (10.0) are placed in the Long Range Air box and cannot be targeted by enemy attacks.

■ Land at Base Box

- Land units that are not part of a Task Force are placed in the Land at Base box.

11.2.2 Air Combat Step

11.2.2.1 Calculate Air Points

Each player calculates their Air Points total and records it on the Air Point Display of the Battle Board:

- Aircraft Carrier units in the Carrier Task Force boxes provide their Air Strength as Air Points.
- Half (rounded down) of the Air Strength of air units in the Long Range Air box to Air Points.
- All Air Strength of air units in the Air at Base box are counted as Air Points on a 1-to-1 basis unless they were committed to an adjacent hex, in which case they provide no Air Points in the current battle (but can still be targeted by an Air Strike).

11.2.2.2 Air-to-Air Combat

Both players roll as many dice as they have Air Points. Refer to the Combat Table for any applicable modifiers. Each hit reduces the opponent's Air Points by one (results applied simultaneously; note, these are Air Points, not units, that are reduced).



After applying hits, compare players' remaining Air Point totals. The player with more Air Points gains Air Superiority during this Battle (mark this in their Air Status box). If the totals are the same, each player rolls a die and the higher roll receives Air Superiority.



If only one player has any Air Points remaining (the other player has none), that player gains Air Supremacy instead (mark this in their Air Status box). Air Supremacy is the same as Air Superiority, plus it gives additional modifiers in air strikes and ground support.

11.2.2.3 Target determination

Each remaining Air Point (after the Air-to-Air Combat) may attack the enemy Base or any enemy Task Force on the Battle Board. The player without Air Superiority announces their targets first. Multiple Air Points may attack the same target, and all such Air Points will attack together.

11.2.2.4 Air Strikes

After targets are determined, resolve each attack for each target as follows:

■ [a] Anti-Aircraft Fire

- The player being attacked determines their Anti-Aircraft strength and rolls that many dice:
 - If the target is a Task Force, use the combined Anti-Aircraft ratings of all the units in the targeted Task Force, rounding down any fraction after totaling.
 - If the target is a Base, the Anti-Aircraft rating is the Base's printed Air Capacity divided by 2 (rounded down). Do not add any ratings from units.
- Refer to the Combat Table for any applicable modifiers. Each Hit reduces the Air Points attacking the current target by 1. Excess hits are ignored.

■ [b] Air Bomb and Torpedo Strike

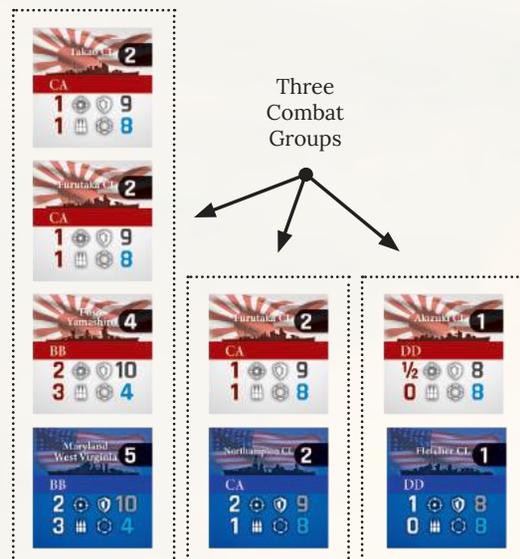
- Each Air Point that survived Anti-Aircraft Fire may now do one of the following (attacking player's choice for each Air Point):
 - If the target was a Task Force, attack any unit in that Task Force.
 - If the target was a Base, attack any air unit in the Air at Base box or any naval unit in the Ships at Anchor box.
- Multiple Air Points may strike the same enemy unit.

- After targets are assigned, roll a die for each attacking Air Point, referring to the Combat Table for any applicable modifiers. Resolve any damage as per Damage Resolution (11.3), including damage for any land units that were damaged earlier in Submarine attacks (11.1).
- Remove Air Points from the display as they attack.

Alternatively, any air strike targeting the enemy Base can be forfeited to provide ground support for an upcoming land combat (announced now, but resolved later). Multiple Air Points may provide ground support. At the end of this step, each player's Air Point counters should reflect only the number of Air Points that have been designated for ground support (11.2.5.3).

11.2.3 Surface Combat Step

The player without Air Superiority can take any of their naval units out of the Bombardment Task Force box (these units may come from multiple Task Forces) and put them into the Sea Control box on the Battle Board. After the choices have been made, the player with Air Superiority does the same. Only the naval units in the Sea Control boxes will participate in this Step, which will determine Sea Control for the remainder of the Battle.



Surface Combat Step consists of rounds that repeat until one or both players withdraw from combat or have all their naval units destroyed or damaged.

Resolve each Surface Combat Round in this order:

■ [a] Combat Groups Forming

- The player without Air Superiority lines up all the naval units in a row. The player with Air Superiority then pairs their naval units with the opponent's units so each unit is matched. Then,

if either player has any unmatched naval units, they may assign them to enemy units as they see fit.

■ [b] Withdrawal Declaration

- The player without Air Superiority may declare Withdrawal. Then his opponent may declare a Withdrawal. If either player withdraws, their naval units slated for Surface Combat are considered to be 'In Withdrawal'.
- If at least one player Withdraws, resolve the Fire step (below) as usual, with the following two adjustments:
 - Units in Withdrawal may not fire.
 - Units not In Withdrawal may only fire at units that have a lower Movement Allowance than their own.
- Withdrawn units are placed on the Game Turn Track to arrive as reinforcements in the next friendly Reinforcement Phase (6.0).

■ [c] Fire Combat

- Each naval unit fires once at its matched enemy unit. If a unit has more than one enemy unit matched against it, it may choose any of them. All attacks are considered to occur simultaneously.
- For each firing naval unit, refer to the Surface Combat Table to cross-reference the attacker's Firepower and the target's Defense. This will give a To Hit number: roll a single die, and place a HIT marker on the target if you meet or exceed the To Hit number. Once all firing is complete, every unit must roll a Damage Check for each hit scored (11.3). A lone ½ hit does not cause a damage check.

■ [d] End of the Round

- If either player has no remaining units in Surface Combat, either because they were destroyed, damaged or withdrawn, Surface Combat is over. Otherwise, remove any ½ hit markers and begin a new Surface Combat round (11.2.3.a).

11.2.4 Sea Control Step

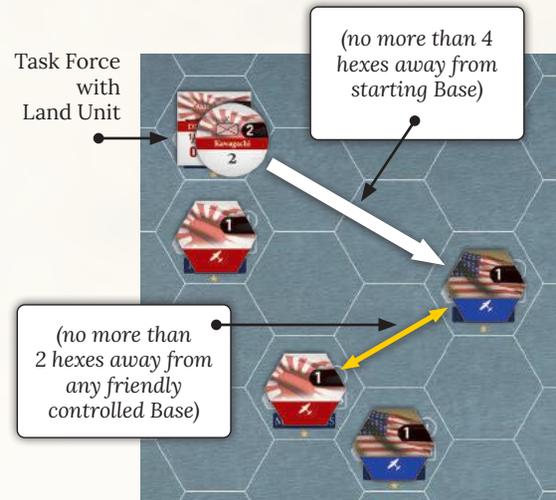
After the Surface Combat Step, the player with naval units remaining in their Sea Control box has Sea Control established in the hex. If neither side committed naval units to surface combat, or if all naval units were destroyed, or if both players withdrew from combat, neither player has Sea Control. The player with Sea Control places all opposing naval units still in their Bombardment Task Force box onto the Game Turn Track to arrive as reinforcements in a future Reinforcement Phase (6.0). The player with Sea Control will have their land units supplied during any upcoming land combat, while the other player's land units will be out of supply. This overrides the Supply Line rules for this combat.

11.2.5 Land Combat Step

Resolve Land Combat in the following order:

11.2.5.1 Amphibious Landings

Land units may perform amphibious landings only in hexes within 2 hexes of *any* friendly Base. They must attempt to land if the above criteria is met. The Allied off-map Home Bases are considered one hex away from each respective Entry Hex when attempting to satisfy this requirement.



Any land units and replacements markers in the Bombardment Task Force boxes may now move into their friendly Land at Base box if the player has Sea Control. Stacking Limits must now be applied to the box (3.3.1). If a unit would exceed the limit, it cannot land and will remain in the Bombardment Task Force box. Land units in the Carrier Task Force box cannot land. Land Units that took damage while at sea during this Battle (from a Submarine attack or an Air Strike) cannot land.

11.2.5.2 Replacements

If a Replacements marker lands in a hex where there is a reduced-strength friendly land unit with strength equal to or less than the Replacement marker's value, the unit may be augmented back to full strength (3.3.9). This may also occur if the unit is adjacent to the Replacement Marker and there is a land connection between the two hexes.

11.2.5.3 Ground Support

Both players total their ground support by adding up their remaining Air Points and the Firepower of any naval units remaining in their Bombardment Task Force box. Each player rolls a number of dice equal to their total, referring to the Combat Table for any applicable modifiers. Any hits rolled will be added to the hits rolled this Land Combat (11.2.5.5). This number of ground support hits cannot exceed a player's total Combat Strength in their respective Land at Base box.

11.2.5.4 Supply Check

Each player checks their land unit Supply status:

- If a player has Sea Control (11.2.4), their units are automatically in supply, and their opponent's are out of supply.
- If neither player has Sea Control, each player checks Supply Lines to determine if their units are in supply (3.3.4).
- Land units in a friendly Home Base hex (3.3.3) are always in supply.

Out of supply land units will incur a negative modifier in the upcoming combat.

11.2.5.5 Land Combat

Only the phasing player may initiate land combat and only if they have at least one full Strength land unit i.e. with a non-bracketed Combat Strength rating (3.1.3).

If combat occurs, both players roll as many dice as they have Combat Strength, referring to the Combat Table for any applicable modifiers. They each total their land combat hits, which is hits they rolled plus hits from their Ground Support (11.2.5.3). The non-phasing player also adds the total air strength of friendly air units currently in their Air at Base box. Apply land unit damage (11.3).

11.2.6 Administrative Step

All surviving units are placed back on the map in the Battle hex as per the below rules. In cases where both sides still have units, those of the player controlling the Base are placed under those of the non-controlling player.



If a land unit is in an enemy or neutral Base without enemy land units, place an Occupied Base marker in the hex (on top of any enemy naval or air units). This indicates that friendly air units can disembark at this base. It does not yet indicate a change in control of the base (yet). Any enemy naval or air units returned to the hex this Step will be placed under this marker.

Placing back surviving unit to the map:

Placing back surviving unit to the map:

■ Naval Units

- All naval units still on the Battle Board (regardless of the box) are placed in the Battle hex.

■ Air Units

- Air units in the Air at Base box are placed in the Battle hex.
- Air units in the Long Range Air box are placed on the map in the hex they were in before the Battle.
- Air units in the Bombardment Task Force box can disembark into the Battle hex only if whose side has Sea Control and the Base is friendly-controlled or contains an Occupied Base marker.

- Air units that do not fall into the above categories (like a Carrier Task Force air units) are placed on the Game Turn Track to arrive as reinforcements in a future Reinforcement Phase (6.0).

■ Land Units

- Land units in the Land at Base box must be placed onto the Battle hex.
- Land units that couldn't land during Amphibious Landings are placed on the Game Turn Track to arrive as reinforcements in a future Reinforcement Phase (6.0).

This is the end of a Battle. Proceed with the next Battle, starting again at the Battle Board Preparation Step (rule 11.2.1).

11.3 Damage Resolution

11.3.1 Naval Unit Damage

Any naval unit hit by the enemy must roll a number of Damage Checks equal to the number of hits it suffered. Each Damage Check is resolved by rolling two dice and adding any applicable modifiers from the Naval Damage Check Table. If the result is equal to or greater than the unit's Defense rating, it is sunk.

If a naval unit has more than one hit then a damaged unit still rolls one Damage Check per hit sustained and adds 1 to the die roll for each hit over one.



Example: A Japanese BB suffered 3 hits. Three Damage Checks are needed (2nd and 3rd with additional +1 modifier).

Remove any sunk naval units from the game permanently.

If a unit was hit but not sunk after all Damage Checks have been rolled, it is damaged. Place all damaged units on the Game Turn Track. Place them a number of friendly Reinforcement Phases later equal to twice the number of hits the unit received.

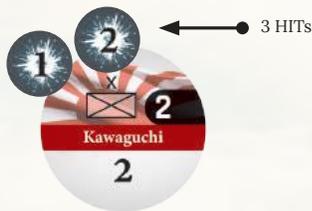
Example: A Japanese BB suffered 3 hits during Allied player's part of Game Turn 3 but wasn't sunk. It is placed on the Turn 9' space of the Game Turn Track (6 friendly Reinforcement Phases away).

11.3.2 Land Unit/Replacements at Sea Damage

When a land unit receives (in one player part of a turn) hits from Submarine attacks and/or Air

strikes equal to its reduced Combat Strength (regardless of the current unit status), it is damaged. A damaged full-strength unit is flipped to its reduced-strength side, while a reduced-strength unit is eliminated. A full-strength unit can be eliminated outright if it takes hits equal to its full combat strength. Eliminated land units are placed on the Game Turn Track two friendly Reinforcement Phases later.

Each hit on a Japanese land unit at sea also reduces the Japanese Merchantmen Pool (not TPs) by 2, even if the unit was not damaged. Note that this cannot exceed the unit's Combat Strength multiplied by 2.



Example: A Japanese land unit with full Combat Strength of 2 (and with reduced strength of 1) suffers a total of three hits from Submarine and Air Strikes during the Allies player's turn on Turn 2. It is eliminated and is placed on the Game Turn Track on Turn 4. The Japanese Merchantmen Pool is reduced by 4.

Any remaining hits, too few to cause damage, are removed (and have no effect on any upcoming land combat).

Replacements markers are eliminated if they are damaged once. When eliminated, remove the marker from the board.

11.3.3 Air Unit at Sea Damage

Each hit scored on an air unit in a Task Force (from Submarine or Air Strikes) reduces the air unit's Strength by one. Each hit on a Japanese air unit also reduces the Japanese Merchantmen Pool (not current TP) by 2. The amount lost cannot exceed a unit's initial Air Strength (i.e. before hits have been applied) multiplied by 2.

11.3.4 Air Unit Damaged on Ground

Each hit scored by an air strike reduces an air unit by one Strength.

11.3.5 Land Combat Damage

Players compare their land combat hit totals:

- If the non-phasing player's is equal to or greater than the phasing player's no losses occur and the land combat has no effect.
- If the phasing player's total is greater, then all the non-phasing player's units are affected as such: air units lose one Strength, full-strength land

units are damaged (flip over the counter), and reduced-strength land units are eliminated.

- If the phasing player's total is greater than the non-phasing player's total PLUS the non-Phasing Player's Combat Strength total, then all the non-phasing player's units are eliminated.

Eliminated land units are placed on the Game Turn Track, two friendly Reinforcements Phases in the future (exception: a Dutch ABDA unit is eliminated, 15.4).

12.0 RETURN TO BASE PHASE

12.1 Naval Units

Naval units that moved during the Operational Movement or Reaction Phases (and thus should be on their operational side) are placed in their nation's Home Base (on the deployment side). The Japanese player chooses which Base. The British player sends them to Singapore, unless it has ever been occupied by the Japanese (see 15.5 for this special exception).

12.2 Base Control Changes

Units that are under an Occupied Base marker (11.2.6) are eliminated: the naval units are considered sunk (11.3) and the air units are removed from the map. These occupied bases become friendly to the occupying side and then the marker is removed.

12.3 Stacking Limits

Apply stacking limits (3.3.1).

13.0 SECOND (MINOR) DEPLOYMENT PHASE

The phasing player can again redeploy their units during this part of a turn.

All rules for the First (major) Deployment Phase (7.0) apply with the following two exceptions:

- Any land or air unit that used Operational Movement (8.0) may not deploy again.
- One-hex Deployment is not allowed during the Second (minor) Deployment Phase.

14.0 END PHASE

During the End Phase, the following occurs:

- Remove all Replacements markers from the map.

- The phasing player may voluntarily disband any friendly units they have on the map. Disbanded land and naval units are placed on the Game Turn Track to arrive as reinforcements in the next friendly Reinforcements Phase. Disbanded air units are removed from the map and placed to the side (to be potentially reused).
- Players adjust the Victory Point marker up or down to reflect any VPs earned or lost this turn (4.3.1).

15.0 SPECIAL RULES

15.1 Malaya Peninsula Case



The Malaya hex is cut in half by the peninsula, and for sea movement purposes is treated as two half hexes separated by an impassable hexside (the thick white line running along the white land connection). Thus, naval units in the western half hex cannot move directly to the eastern half hex, and vice versa. Also, an enemy Task Force in the eastern half hex does NOT allow a Reaction Movement into the western half hex, and vice versa.

If a battle occurs in the hex with opposing Task Forces in the same half hex, normal rules apply. Opposing Task Forces NOT in the same half hex can interact in a limited way during a battle for the Malaya hex, specifically in the Air Combat Step (11.2.2) and Land Combat Step (11.2.5). Normal rules apply, except:

- During the Target Determination of the Air Combat Step, Air Points can only choose the Base as target (i.e. to provide ground support), not enemy Task Forces (11.2.2.3).
- Each player still has to place at least one naval unit in the Sea Control box to have Sea Control in their half hex (and thus to be able to provide ground support with their naval units, or to have land units perform an amphibious landing), but no naval surface combat can occur.
- Sea Control in a half hex does not automatically put enemy land units in the Malaya hex out of supply.
- Once the battle is over, any surviving naval units must be placed back in the half hex they occupied before they were brought on the Battle Board.

15.2 Allied Base Expansion

Beginning on Game Turn 6, Allied controlled Bases have their Air and Port Capacities multiplied. The factor depends on the game turn:

- Turns **6-9**: → 2x
- Turns **10-13**: → 3x
- Turns **14-16**: → 4x

These modifiers only apply while the Base is Allied controlled.

This does not change the Anti-Aircraft ratings of these Bases (Anti-Air is always half its printed Air Capacity, 11.2.2.4.a).

15.3 Resource Hex Fueling



Starting on Game Turn 10 (and from then on), any Japanese naval units that start their Operational Movement (7.0, 13.0) or Reaction Phase (8.0) in a Resource hex can move without spending Oil Points.

15.4 The Netherlands



The Netherlands receives no TPs for the whole game, and thus cannot use Sea Deployment (7.0,13.0) for its naval units or Operational Movement for its ABDA land unit (9.0).

The Dutch ABDA land unit is eliminated when damaged (it has no reduced-strength side), and is always considered out of supply. Dutch naval units must return to Surabaya during the Return to Base Phase (12.0). If the Japanese player takes control of Surabaya, permanently remove all Dutch naval units from the game.

Surabaya is marked by a pentagon with a Dutch flag inside but it is not a Home Base, so damaged Dutch naval units and eliminated/disbanded land units cannot return there as reinforcements. When any Dutch unit is damaged or eliminated, it is permanently removed from the game.

15.5 British Oriental Fleet



At the start of the game, British naval units return to Singapore during the Return to Base Phase (instead of the Indian Ocean Ports off-map box). If the Japanese ever place an Occupied Base marker in

Singapore, then for the rest of the game, British naval units return to their Home Base as usual during the Return to Base Phase (12.0). Singapore is marked by a pentagon with a British flag inside but it is not a Home Base.

15.6 British European Fleet

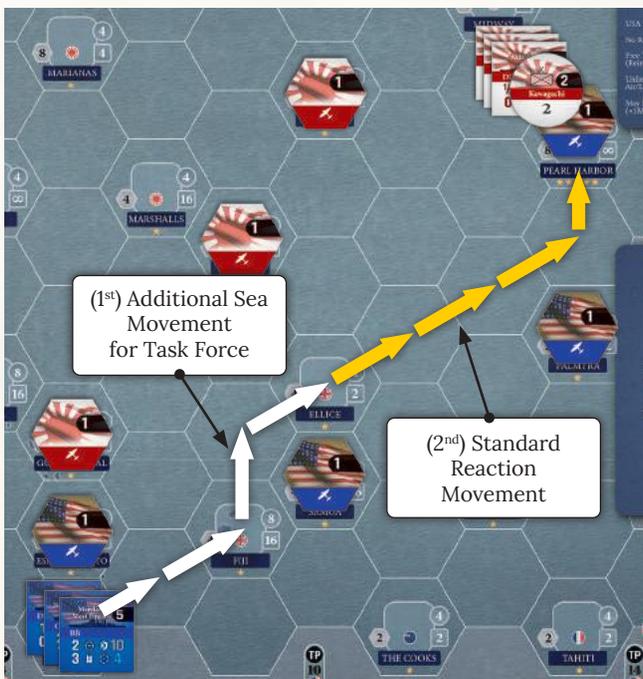
The British naval units scheduled as reinforcements for Game Turn 14 may arrive earlier. If a Japanese land unit enters Calcutta, Bombay or Ceylon, then those British units may instead arrive during the next Allied Reinforcement Phase.

16.0 OPTIONAL RULES

16.1 Optional Rules which Favor the Allies

16.1.1 Gentlemen Do Not Read Other People's Mail

During any Allied Reaction Phase, the Allies player may move one (and only one) Task Force by Sea Deployment prior to performing any actual Reaction movement. This is treated as a regular Sea Deployment following normal rules (8.0).



Example: The Japanese have just launched an attack on Midway and the Allies want to counterattack with naval units currently at Noumea, which is out of Reaction range. Having a sufficient number of Transport Points available, the Allies first deploy the Task Force to Ellice and then to Pearl Harbor. Now, as if it had started the Reaction Phase in Pearl Harbor, the Task Force may use a Reaction Movement to move to Midway.

This special Sea Deployment may only be performed once per game, it must be the first thing the Allies player does during that Reaction Phase, and it may not be used on the first Game Turn of either Scenario.

16.1.2 Man, Those Decks Are Really Hard

Designer Note: Since British Carriers were traditionally built with armored decks, this rule makes them tougher.



When performing an Air Strike (11.2.2.4) against British CVs (not CVLs), the Japanese player subtracts one from each die roll.

16.1.3 Curtis LeMay Wants to Help Win the War

Designer Note: This rule allows the Allies to launch strategic bombing attacks against the Japanese oil reserves.

During the Economic Phase (5.0), after all Allied Submarine attacks have been resolved, the Allies player may spend remaining TPs to bomb Japan. To do so, the player must have a friendly Base within 4 hexes of a Japanese Home Base, and they must be able to trace a Supply Line from the US Home Base to that friendly Base.

For each 1 TP spent, the Allies player rolls a die (refer to the Combat Table for applicable modifiers). Each hit reduces Japanese Oil Points by 1. This is not allowed during the first turn of either Scenario.

16.1.4 Allies are Just a Little Sneakier



The Allies player may form their Task Forces in secret and move them without the Japanese player knowing the composition. When forming Task Forces, keep the units off the map and out of view (use a special standing Task Force/Fleet screens), and divide them into piles. Each pile is instead represented by one of the US Task Force or British Fleet markers on the map. The Japanese player is allowed to examine all the units that are available before Task Forces are created.

At the end of the Reaction Phase (9.0), remove the markers and replace them with the units they represent.

16.1.5 Ranger to the Rescue



At the end of any Allied Reinforcement Phase where there are no Allied CV units on the map (Turn Track and CVLs do not count), the Allies player may place the CV (Ranger) in the West Coast USA off-map box. Doing so adds 1 VP to the current total.

16.1.6 Semper Fi



All US Marine land units (with an anchor on their unit symbol) add one to their land combat die rolls during the turn in which they perform an Amphibious Landing in an enemy-occupied hex which contains no friendly units.

16.1.7 RADAR and SONAR

Beginning with Game Turn 10, the Allies player adds 1 to all their ASW rolls, Air-to-Air combat rolls and Anti-Aircraft rolls.

16.1.8 You Need to Unpack Your Things

Air units disembarking in a hex with an Occupied Base marker do NOT exert an Air ZOC until the end of the player's part of turn.

In addition, during the Second (minor) Deployment Phase (13.0) of a player's part of turn, air units cannot deploy to a Base that was just captured this turn.

Designer Note: You can use OCCUPIED BASE markers to mark such Bases, but don't forget to remove them from the map at the end of the End Phase (14.0).

16.2 Optional Rules Favoring the Japanese

16.2.1 Long Lance Torpedoes



In the first Surface Combat Round of any Surface Combat Step (11.2.3), any Japanese CA or DD units are considered to have 2 Firepower instead of their printed values. These values revert in subsequent Surface Combat Rounds during the same Surface Combat Step.

16.2.2 Tokyo Express



The Japanese player can use the Tokyo Express marker during each phase while Task Forces are being formed. It must be placed on one Task Force which is composed of only CA and/or DD units.

In every Surface Combat Round (11.2.3.c), all naval units in the Tokyo Express Task Force fire first, and damage is assessed before the Allies can fire back.

16.2.3 Elite and Not-so-Elite Pilots



The Air Points associated with the CV (Akagi, Kaga) and CV (Hiryū, Sōryū) units are considered elite. The Japanese player adds 1 to

all their Air-to-Air combats and Air Strikes die rolls with these Air Points. This benefit is lost if either unit is damaged, even if the air group is replenished (6.1.1). Once the Japanese player has received the air unit of 2 Air Strength that can be placed as an air unit into the Naval Aviation box on Game Turn 4, the Japanese player can no longer place air units into the Naval Aviation box. Instead, they can now choose to train any air reinforcements as carrier pilots (as below). The Japanese player still starts scenarios with an air unit of 2 Air Strength, trained and ready, in the Naval Aviation box.

■ Training Carrier Pilots

- If they choose to, the Japanese player can place any air units received in the Reinforcement Phase on the Game Turn Track, to arrive one year later (turning them 180° to avoid mistaking them for “normal” air units).
- Once the year of training is complete, the air units are placed in the Naval Aviation box. They cannot be pulled from the Game Turn Track earlier, but are treated as in the normal rules once in the Naval Aviation box (they may replace carrier air groups or be converted to normal air units, 6.1.1).

■ Carrier reinforcements

- All Japanese carrier units entering play as reinforcements must be treated as returning damaged carriers (placed in the Carriers without Planes box, 6.1.1). The CV (Jun'yō, Hiyō) unit that arrives on Game Turn 4 is an exception: it enters play as normal with a trained air group.

16.2.4 A Divine Wind

Beginning on Game Turn 10, if the Victory Point total is 27 or less, the Japanese player may declare the use of Kamikaze when a Battle begins (11.2). Once declared, the following effects activate and remain in force for the rest of the game:

- The Allies player adds 1 to all their Air-to-Air combat and Task Force Anti-Aircraft rolls. During the Air Strike Round (11.2.2.4), each Japanese Air Point which survives long enough to attack a Task Force automatically hits (no die roll). The Allies player chooses which unit is hit by each odd-numbered Air Point, and the Japanese player chooses which unit is hit by each even-numbered Air Point. These Japanese air units are not eliminated.
- At the end of each Japanese Reinforcement Phase, the Japanese player must choose one Japanese air unit to be removed from the map (remember that air units can be freely combined and broken apart when in the same stack, 3.1.2).
- At the end of each Allied Reinforcement Phase, the Allies player may choose one Japanese air unit to be removed from the map.

- Air units counters removed because of these Kamikaze rules are permanently eliminated from the game and cannot be brought back as reinforcements, nor used as “change” to recombine air units.

16.2.5 I Want it All!



Include the optional Japanese carrier and battleship units. They start the game on the map (CV Hōshō, Ryūjō) or arrive as reinforcements (BBV Ise, Hyūga and CV Unryū, Shinano) as indicated in the Japanese set-up and the Reinforcement Schedule.

If this rule is used, the BB (Ise, Hyuga) unit is removed from the map for conversion as indicated on the Reinforcement Schedule (Turn 6). When it returns as a BBV (Turn 9), it is treated as a returning damaged carrier, and must be placed into the Carriers without Planes box, and must stay there until it receives an air unit of 2 Air Strength (6.1.1). It must be the first unit replenished before any other Japanese carrier can receive planes. If this BB unit is eliminated prior to conversion, ignore the conversion.



BBV is a real hybrid (carrier & battleship) naval unit. If a Task Force, consisting of BBV and no other CV/CVL units, takes part of a battle then the TF can be:

- either Carrier TF (BBV acts like CV, i.e. using Air Points but not Firepower)
 - or Bombardment TF (BBV acts like BB, i.e. using Firepower but not Air Points).
- It is the Japanese player decision.

16.2.6 Naval AA Upgrade Program

Beginning with Game Turn 10, every Japanese naval unit has its Anti-Aircraft Rating increased by ½ (i.e. Japanese DD anti-aircraft rating is ½ + ½ = 1).

16.3 Optional Rules Favoring Neither Player

16.3.1 Mutsu Go Boom

During each Reinforcement Phase, after a player places their reinforcing units on the map (6.1 Unit Reinforcement Segment), the phasing player must roll two dice: if they roll a total of 2, apply the negative effect below depending on who rolled:

- If it was the Japanese player, they select one Home Base that contains at least one BB, BBV, CV or CVL unit, and the Allies player may pick any one of those units to sink (6.1). If neither Home Base has a BB, CV, CVL or BBV, nothing is sunk.
- If it was the Allies player, randomly select one of their BB, CV or CVL units in the West Coast USA Home Base. That unit is sunk (11.3.1).



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COMBAT TABLE

Roll the number of dice required by combat rules and apply any appropriate modifiers to each die.

Each **5** or **6** results in one HIT.

COMBAT TYPE	APPLICABLE MODIFIERS
ASW - DD units in Convoy Escort box (5.3)	No modifiers
Submarine attack on merchant convoys (5.4)	+1 From Turn 6
[opt] Strategic air warfare (16.1.3)	+1 [opt] Allied-controlled base within two hexes of either Japanese Home Base
ASW - DD units in Task Force (11.1.2)	+1 Friendly land-based air unit / carrier in hex +1 [opt] Allied unit from Turn 10 (16.1.7)
Submarine attack on Task Force (11.1.3)	+1 Task Force has no DD units +1 Target is an air/land unit -2 Allied Submarine Point on Turn 1 -1 Allied Submarine Point on Turns 2-5
Air-to-air combat (11.2.2.2)	+1 Japanese Air Point on Japanese part of Turn 1 +1 [opt] Allied Air Point from Turn 10 (16.1.7) +1 [opt] Japanese elite Air Point (16.2.3) +1 [opt] Allied Air Point firing at Kamikaze (16.2.4)
Anti-aircraft fire (11.2.2.4 [a])	+1 [opt] Allied Air Point from Turn 10 (16.1.7) +1 [opt] Allied Air Point firing at Kamikaze (16.2.4)
Air strike (11.2.2.4 [b])	+1 Player has Air Supremacy +1 Target is a naval unit at anchor +1 Target is air/land unit part of a Task Force +1 Japanese Air Point on Japanese part of Turn 1 -1 [opt] Target is British CV/not CVL (16.1.2) +1 [opt] Japanese elite Air Point (16.2.3)
Ground support (11.2.5.3)	+1 Player has Air Supremacy and Air Point providing ground support
Land combat (11.2.5.5)	-1 Out of supply +1 [opt] US Marine unit amphibiously landing on a hex containing no friendly units (16.1.6)

SURFACE COMBAT TABLE

Cross-index the firer's Firepower rating and the target's Defense rating to determine the To HIT number.

Roll one die. If the result is equal to or greater than the To HIT number, you score a HIT.

Surface combat has no die modifiers, but see: [opt] Long Lance Torpedoes (16.2.1) and Tokyo Express (16.2.2).

Always roll one die per ship attacking.

FIREPOWER RATING	DEFENCE RATING					
	7	8	9	10	11	12
0	4	5	6	6*	6*	6*
1	3	4	5	6	6	6
2	2	3	4	5	5	5
3	2	2	3	4	5	5
4	2	2	2	3	4	4

6* = You only score ½ HIT. Two of these combine to form a full hit. All ½ HIT markers are removed at the end of Surface Combat round.

NAVAL DAMAGE CHECK TABLE

When HITs are scored against a naval unit, use this table to determine the damage.

For **each** HIT, roll two dice, add any appropriate modifiers, and compare the result to the unit's Defense rating.

MODIFIED DIE ROLL IS	
Equal to or greater than Defence rating	Unit sunk
Less than Defence rating	Unit damaged
Modifiers	+1 Air strike HIT + attacking Firepower rating for Surface combat HIT +2 Submarine attack HIT +1 Each HIT over one +1 Allied unit on Japanese part of Turn 1

DAMAGE AND RETURN SCHEDULE CHART

UNIT TYPE	DAMAGED IN COMBAT	ELIMINATED IN COMBAT	DISBANDED	ALL OTHER CAUSES
Naval unit(s)	Re-enters (2x HITs) own turns later as reinforcement	Removed from the game	Re-enters next own turn as reinforcement	
Land unit(s)		Re-enters two own turns later as reinforcement		
Air unit(s)		Available for later use		

ENEMY AIR ZOC EFFECTS CHART

Sea Deployment (7.1 & 13.0)
No effect in starting hex. The moving unit must stop when it enters Enemy Air Zone(s) of Control hex.
Operational (8.0) & Reaction Movement (9.0)
In effect in starting hex. If starting in or moving into Enemy Air Zone(s) of Control hex, the moving unit may stop or move one more hex.

TRANSPORT COST CHART

UNIT TYPE	SEA DEPLOYMENT	ONE-HEX DEPLOYMENT	OPERATIONAL MOVEMENT	REACTION MOVEMENT
Naval unit(s)	Transport Cost	TPs x 1	no cost	Japan: 1-4 hexes: OPs x 1 5+ hexes*: OPs x 1½ (round up)* Allies: no cost
	Movement Allowance	1-4 hexes	1 hex	MA hexes
Air/Land unit(s)	Transport Cost	TPs x 1	no cost	TPs x 2
	Movement Allowance	1-4 hexes	1 hex	1-4 hexes

ADDITIONAL COST CHART	
Japan	1 x Oil Pt. Transport → 1 TP
	1 x DD unit transfer to/from Convoy Escort box → 2 TP
	1 x ASW die roll in Merchantman Phase → 1 OP
Allies	[opt] Strategic air warfare die roll → 1 TP (16.1.3)

TPs - Transport Points OPs - Oil Points MA - Movement Allowance * round up per Task Force Operational Move, not per individual naval unit